

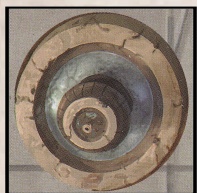


HQ HomeBrew presents

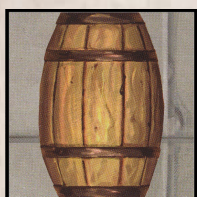
More Hazards, Decor, & Flavor for **HEROQUEST**

GLOOMHAVEN is a dungeon crawler board game. There are many parts about it I like except actually playing it. I bought it hoping to adapt it to my **HEROQUEST** game. Out of the box there is very little that is directly usable. However I am a capable monkey with opposable thumbs and an image manipulation program. What follows is part 1 of 3 in my adaptation of the chits of **GLOOMHAVEN** into something usable in **HEROQUEST**.

The first thing to remember about **GLOOMHAVEN**'s chits is that they are used rather generically. While visually different all damage traps have the same conditional effect, "Damage". All the rocks block movement and so on. The chits in the scenarios are color coded, Bright Red – hazardous terrain, Gold – treasure, Maroon – trap, Green - blocks movement, Purple – terrain modifier, the same chit can be used in various roles depending on the scenario being played. This allows for a generic effect with an increasing or decreasing value of effectiveness while not providing a fixed expectation of the visual chit on the board. I find my players prefer some clarity and consistency when facing off with the "on the board" elements of the game. With that in mind here are the first 15 chits from **GLOOMHAVEN** that I have modified to use with my **HEROQUEST** game. All of these chits are the size of a single square on the board.



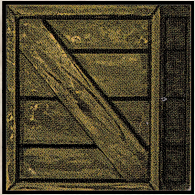
- 1) **Dry Fountain.** This fountain can be a destination, a rest location, or simply decoration. As it is a Dry Fountain it lends itself to being a quest goal, say to make the waters flow again. Being that it is not a 3-dimensional construct on the board, treat it as not blocking line of site, but will block movement.



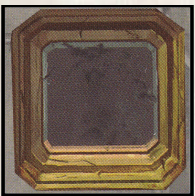
- 2) **Wooden Barrel.** Perhaps it is a beer keg, or wine cask, maybe an oil butt. What if it contains black powder? As it is resting on its side perhaps the Heroes might roll it. Or it maybe it is part of an elaborate Rube Goldberg style alarm that the Heroes must chase and stop before it sets off an alarm, hits a primer and explodes, or breaks open spilling the contents out and causing the floor to become slippery with oil. On a more gruesome bent, it would be a good storage location for missing bodies and body parts.
 - If a Hero rolls the barrel, place it in the square in front of the Hero, and move it 1 square forward for each point of movement, and 1 square to the side for each mind point below 3 of the Hero rolling it. This will frustrate a barbarian but be no issue for a wizard.



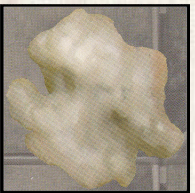
- 3) **Small Desk / Table.** Schools have these, generally in abundance. Bedrooms have them. Even libraries have small desks where the help spends their days.
 - This small desk may block movement, or require that someone to move it out of the way.
 - Using it as a barricade for a door might work, but set it on a trap door and few people will be able to move it.
 - If it is an apprentice's desk any scrolls found in it may malfunction and cause a different result.



- 4) **Wooden Crate.** Crates are the default method of storing goods for transport or for future use. Full crates are heavy. This makes them very useful for hindering movement, if not line of sight.
- Crates can be used to block squares and corral those pesky Heroes in to a corner.
 - Crates can be empty and pushed around like a barrel without the sliding to the side aspect.
 - All the dry things that can be kept in a barrel can be kept in a crate. Including the dead bodies and skeletons waiting to be reanimated and come bursting from the crates.
 - Creates can be the reason for a quest.
 - Carrying a full create takes 2 Heroes and requires them to move with the create between the Heroes. Their movement is equal to the movement roll of the slowest of the pair of Heroes. Create carrying Heroes cannot attack, defend, or cast spells.
 - They may be stacked and block line of sight or create a makeshift stair or platform to have the high ground. Treat them like a pit for movement up, 1 up and 1 over. As they are high ground anyone attacking from below is at a -1 Attack Die and a -1 Defend Die in close combat. People shooting at a hero on a crate are at -1 Attack Die if the shooter is in the direct diagonal square. Otherwise there is no advantage versus ranged attacks of a difference of 1 crate. 2 Crates provide a -1 Attack Die to ranged attacks and an additional -1 Attack Die for each create after the second.



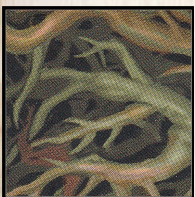
- 5) **Pedestal.** Important things are placed on pedestals. Statues, quest items, small trinkets that lead to nasty traps all have a place in the history of pedestals.
- They may block movement. They may block line of sight depending how tall they are.
 - A series of pedestals may be a path over a pool of lava or some other equally unpleasant obstacle.
 - An empty pedestal may provide the impetus for a quest.
 - Where is the item that goes on it?
 - What happens if something else is placed on it?
 - A series of them may line a hall just for looks, or they may have statues that animate.



- 6) **Fluffy White Cloud of Dread.** It causes fear every round in every Hero adjacent and diagonal to it, reducing their Attack Dice to 1. Being a cloud it floats randomly around corridors and rooms. When moving roll 2 different color 6 sided dice. Designate one for the distance moved, the other tells you the direction, 1-North, 2-South, 3-East 4-West, 5&6 it remains in place. If the roll would move it into a wall it will remain in place. It cannot be destroyed except by the Genie. It has no Attack Dice, no Defend Dice, and no mind or body.



- 7) **Nightingale Floor.** Heroes like to sneak around and surprise your minions? Here is a simple, inexpensive method of alerting your minions that an heroic death is headed their way. The Nightingale Floor intentionally squeaks very loudly when someone steps on it. Alert minions will hear the squeaking racket and can raise an alarm to alert your other minions. Most effective in 2 adjacent square increments. Individual squares of Nightingale Floor can be jumped the same as any other known trap or hazard. Just remember to place a pit on the far side of the Nightingale floor.

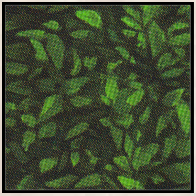


- 8) **Briers.** Briers are very painful tangling vines that get stuck in clothing and other pliable surfaces. They scratch skin, wrap around feet, legs, and arms, while simultaneously constricting movement. Being caught in a prier patch is painful and difficult to removed from without serious damage to clothing, unprotected scrolls, and a Hero's body.
- Briers can be used in small patches to restrict movement, -2 movement per square being moved through.
 - They may hide small minions like goblins, giant rats, or really big spiders.
 - Combine Briers with Poisonous Foliage and the Heroes are bound to have a good time.

- When a hero enters a brier patch where a minion is hiding, place the minion onto the square most recently vacated by the hero. The minion makes an attack roll the same as though they were a wandering monster hazard. The hero then proceeds with the rest of their turn.



- 9) **Lava Floor.** Lava, nothing survives lava, except well ... ok a few things. The point is that Lava is super useful at preventing Heroes from going places they should not be.
- It blocks movement but not Line of Sight.
 - Heroes that remain more than 1 turn adjacent or diagonal to any lava square, will suffer 1 Body Point of damage every turn. This is applied at the start of their turn before movement due to noxious fumes and excessive heat.
 - Prolonged adjacent exposure to lava squares (3 turns) will cause spell scrolls held by the Hero to become brittle and have a 50% chance of failure. This brittleness will never go away.
 - Extended exposure (5 turns) causes spell scrolls to burst into flame. Roll 1 Attack Die for each spell scroll held by the Hero. They suffer 1 body point of damage for each skull rolled.
 - Extended exposure will cause leather armor and leather shields to be permanently reduced by 1 Defense Die.



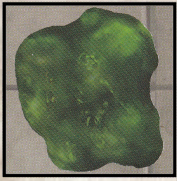
- 10) **Poisonous Foliage.** Like Briers Poisonous Foliage can hide your smaller minions. It also has the double advantage of being poisonous. Unlike Briers, it is not movement restrictive Heroes may move through it with ease.
- Heroes will lose 1 Mind Point for each 2 squares through which they move, after all the oil coating on the leaves takes a little time to have an effect.
 - Remaining in a Poisonous Foliage square for a full turn will also cause the loss of 1 Mind Point.
 - This loss of Mind Points is not permanent and they may be regained through the use of potions or at the end of the quest.



- 11) **Debris Pile:** Just who swept this pile together and why did they leave it here? While not blocking Line of Sight, or providing a movement modifier, Debris Piles make Heroes pause and wonder. Debris Piles can be placed in corridors to allow Heroes the opportunity to make their life difficult.
- “What is in the pile?” several things could be in the pile Roll a red die and see.
 - 1 – nothing just debris.
 - 2 – a skeleton wandering monster that just woke up and attacks you.
 - 3 – large bug that wanders off aggravated at being disturbed.
 - 4 – a small item: dagger, gem, large, fang or random loot item that can be sold for 15 gold
 - 5 – a small piece of jewelry, worthless on its own, but if enough are collected, maybe it could be something worth selling.
 - 6 – a small innocuous item, like a letter, a note, a brittle spell scroll, or a bone dagger, possibly other questionably usable small item.
 - The pile may hide a trap door.
 - It might be the remains of previous Heroes.

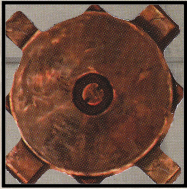


- 12) **Nest.** What makes nests? Raptors, birds, large rodents and other Hero eating animals or monsters. Nests are what they call home. Making nests homey is their job. So make the violation of their nests the equivalent of a home invasion.
- The owning monster attacks the nest violating Hero as though it were a wandering monster.
 - The nest is filled with spawn of the nest owner and they cry out calling for all the monsters in a given range to come to their aid.
 - Perhaps the nest is the resting location of the goose that laid the golden egg.
 - Perhaps the nest is just a visual clue that bigger things are coming.
 - A nest that blocks Line of Sight has a very large occupant.



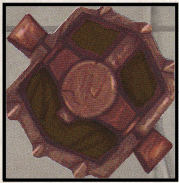
13) **Mold Patch.** Mold feeds on biological things, like dead bodies, dead plants, and dead animals. Some molds control the animals to spread the spore and then orchestrate their own demise. This mold is no different. A Hero that passes through this moldy square becomes infected and suffers the permanent loss of a Mind Point.

- They will lose another mind point at the beginning of every quest until their Mind is reduced “0”. Any potion that restores Mind Points will cure the infection, spells will not.
- If the Hero's Mind Points are reduced to “0” during a quest, the Mold will take over and the Hero will attack everything in sight until the infected Hero is slain.



14) **Obvious Pressure Plate.** Nothing says “ ITS A TRAP!” like an Obvious Pressure Plate. This comes with a loud click sound when a Hero steps on it. What happens when the oblivious Hero steps on the Obvious Pressure Plate? Lots of options.

- Nothing, just lots of paranoia for the party of Heroes.
- It can trigger any quest dependent situation, like a statue pops out of the ceiling and starts spraying fire all around the room or corridor.
- Sounds an alarm.
- Resets a previously triggered trap.
- Explodes when the Hero steps off of the Obvious Pressure Plate. The Hero takes 3 Body Points of Damage and is thrown 3 squares in the direction they were moving, thus ending their movement. This explosion creates a pit in the square where the Obvious Pressure Plate was located.



15) **Large Monster Jaws Trap.** Large Monster Jaws Traps are used to capture and subdue large monsters. Generally larger than human sized monsters.

- This trap is not easily disarmed. The normal 50% success rate to disarm by rolling any shield with a Toolkit is reduce to requiring a single black shield. Heroes with specialist skills for traps treat this trap the same as any other trap for disarming.
- The Hero that sets off this trap will take 2 Body points of damage and be stuck to this location until the trap is disarmed.
- Because this is a trap designed for Large Monsters, the Hero will bleed 1 body point of damage at start of their next turn and every subsequent turn until they are released or they die.
- This trap is too large to hide and no searching for traps is required to see it.

Board Overlays

Because I felt there needed to be more Lava exposure I made a couple overlays dedicated to that.

